

# Spring 2016 D6 Inter-League Rules: 8U

8U plays by LL book rules with these modifications / clarifications:

- No new inning after 1 1/2 hours from official game start time.
- 10 inch hard softballs
- Home team is responsible for field set up, which includes: setting up of the bases, raking and watering of the field before the game.
- Both teams are responsible for breaking down the field and putting everything away.
- Home team sits in the 3rd base dugout.
- No Forfeits. Teams will play with as many players as they have that day. At this level we encourage you to play 4 girls in the outfield.
- Each team is responsible for cleaning its own dugout before snacks are issued. It is everyone's responsibility to ensure we maintain a clean park.
- All batters must wear approved batting helmets while on the playing field. (See Rule 1.16)
- The entire team will bat in the lineup.
- Minimum play requirements to include 1 inning infield and 1 inning outfield in first 4 innings
- This will be a player / coach pitch league. The batter will start with a 1-0 count, which will proceed with additional pitches from the pitcher, until one of the following happens:
  - A count with 4 balls is reached. At this point the coach will pitch until a count with 3 strikes is reached, a putout in the field is made, or the batter gets a hit. Foul balls / tips keeps the at-bat alive.
  - A count with 3 strikes is reached. Foul balls / tips keeps the at-bat alive.
  - The batter puts the ball into play and a putout in the field is made.
  - The batter gets a hit.
- 5 warm-up pitches in between innings.
- A coach must pitch to all players under 7 years old. There are no exceptions to this rule.
- The coach must throw from the pitching circle and maintain a somewhat normal pitching motion and velocity, (The league does not become a slow pitch league just because the coach comes in to complete the count.)

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- There are no walks for batters. Once the batter has missed or watched 3 strikes (from the player or the coach pitch combined), she is out. A foul ball / tip on the final pitch allows for another pitch.
- No stealing or advancing on wild pitch / passed ball.
- Leading off is permitted, once the ball crosses the plate.
- Sliding is permitted and encouraged
- You may field up to 10 Players (6 infield and 4 outfield)
- All fielders must wear hats or visors while on the playing field. Exceptions: pitchers and players wearing a mask that interferes with the hat or visor.
- No persons shall be allowed on the playing field during a game except uniformed players, managers and coaches. (See Rule 3.15)
- If player is hit by a pitched ball without the ball bouncing on the ground, they are awarded first base unless she feels she can continue her at bat.
- If a pitcher hits any three batters within one game the pitcher must be pulled from the pitching position for the remainder of that game.
- No pitcher may pitch more than two innings per game
- There will be a five (5) run rule in effect for each inning. Once the offensive team scores (5) runs in an inning, regardless of how many outs they have, the fielding team will come to bat. Since runs are tracked solely for the purpose of turning over the inning, there will be NO open inning.

## \*\* THE MAKE A PLAY RULE\*\*

- The runner is only allowed to advance one base on an over throw. (For example, if a hit ball is fielded and thrown to the 1st baseman and she misses the ball, the runner is only allowed to take 2nd base on the overthrow. This rule applies to every base. Exception: If the ball is missed and then thrown again to attempt to make an out at the next possible base and overthrown, the runner may proceed to the next base.)
- When a ball is hit to the outfield, the runner may advance until a player has control of the ball in the infield dirt. At that point the runner may advance to the base she is running to and stop. If she is tagged out then she is out. If a play is attempted then the make a play rule takes over.